

Using Interactive Tools to Create Activities for Students with Severe Disabilities

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Our Mission

- How can we provide students with severe disabilities access to content based and age appropriate activities?
- How can we take advantage of templates and activities which have already been created?
- How can we make sure what we are doing in the classroom is aligned to our state standards?

Aligned Standards in Virginia

- Four main content areas: Reading, Math, Science and History/Social Science
- Virginia's standards can be accessed on the Virginia Department of Education's Training/Technical Assistance Centers (T/TAC) for Persons Serving Children and Youth With Disabilities:
http://ttaonline.org/staff/assessment/vaap_resources.asp

Activities for students with severe disabilities must be...

- Age appropriate
- Accessible
- High interest
- Easy to use
- Engaging and motivating

Student Access

- Mouse or keyboard
- Switch Click USB
- Any switch (using an interface)
- IntelliKeys
- Scanning
- SMARTBoard

Tools we will demonstrate...

- IntelliTools Classroom Suite, IntelliKeys Keyboard, Overlay Maker/Printer
- MS Powerpoint Photo Album
- Boardmaker Plus V.6 and Boardmaker Activity Pad

Everything You Ever Wanted to Know About...



Using IntelliTools to Create
Activities for Students with
Severe Disabilities

Classroom Suite

adapted from www.intellitools.com



Includes **IntelliMathics**, **IntelliPics** and
IntelliTalk

- **Authoring program** which conforms to the principles of universal design for learning—multiple means of representation, expression, and engagement
- Incorporates multimedia modeling, animation, and auditory support

Classroom Suite

adapted from www.intellitools.com



- Activities can be adapted and provide as much time and practice as each student needs
- Supports the various ways students become **engaged** and **motivated**, via speech feedback, sound, animation, larger text, and/or the use of color
- A **"Player"** is available to play activities but does not allow for modifications

IntelliKeys

adapted from www.intellitools.com



- Alternative keyboard that attaches to the computer
- Provides access for anyone with physical, visual, or cognitive disabilities who has difficulty using a standard keyboard
- Overlays are inserted into the keyboard to access an activity
- Standard Overlays come with the device and have a magnetic strip that is read when you slide it on top of the IntelliKeys
- Overlays that you create must be loaded on the computer to send to the keyboard
- Can be used as a switch interface for up to 2 switches

Overlay Maker3 and Overlay Printer



- OM3 has the following templates: I Can Write, Blank Templates and Activity Kits
- Activity Kits have a PDF file, overlays, and an activity that uses a software program in the IntelliTools Classroom Suite
- Overlay Maker is a free 45 day trial download from www.intellitools.com (at the end of 30 days, becomes Overlay Printer)

Examples of Templates

- Activities Folder
- Easy Writing Templates (available through Classroom Suite software, not player)
- [I Can Write](#) (available through Overlay Maker software)

Don't Miss the Activity
Exchange/Share:

www.Intellitools.com

Using MS PowerPoint
Photo Album to Make
Activities for Students with
Severe Disabilities



PowerPoint Photo Album

- A great way to quickly consolidate photos and use them in instruction
- Easy to use and teacher friendly
- Use for sequencing activities, to present unfamiliar content and to provide access to information that students may not be able to experience otherwise

A Photo Album can...

- Provide an image of something students may not be able to picture in their minds or have never been able to experience themselves due to their disabilities
- Help make real life connections

Where do I get images to use in my Photo Albums?

- Take photos yourself! Field trips, vacations, etc. provide perfect opportunities.
- Use websites that provide images for free.

<http://www.pics4learning.com>
<http://www.dorlingkindersley-uk.co.uk/static/cs/uk/1/1/clipart/home.html>
<http://photo2.si.edu/>

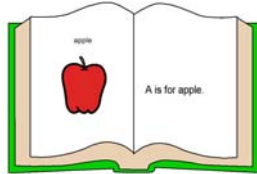
Using Boardmaker Plus to Create Activities for Students with Severe Disabilities



www.mayerjohnson.com

What is Boardmaker Plus?

Boardmaker Plus allows you to turn printable visuals into interactive activities for your students to complete on the computer!



[ABC Book](#)

Basics of the Program

- Design Mode: Where changes are made (teacher view)
- Use Mode: Where the boards are used (student view)
- Switch back and forth between Design (Ctrl + D) and Use (Ctrl + U) modes to test the actions (also under Dynamic Boards menu)
- Double click on your button to add an action to it when in the design mode



How to Make a Button Speak

In design mode:

- Double click the button (the button's action window will appear)
- Select "Speak Message"
- Enter text or select "use button text" (this will speak what is on the face of the button)
- Click OK. Try it out in Use mode.

Saving Your Boards

- Set up a folder under the "My Boards" folder for each activity you create
- Save all of the boards for that activity in that one folder in order to move between them as a button action
- Be sure to name your main board something identifiable so that others using your activity will know which board to open first, i.e. "main board," "cover page," etc.

How to Link Boards

In design mode:

- You must have two boards and all must be saved in the same folder.
- Double click the button that you want to link (the button's action window will appear).
- Choose "Change Board." Select the name of the board you want to link to.
- Click OK. Try it out in Use mode. Don't forget to create a link to "go back."

I'm ready to create
something....
What do I do first?

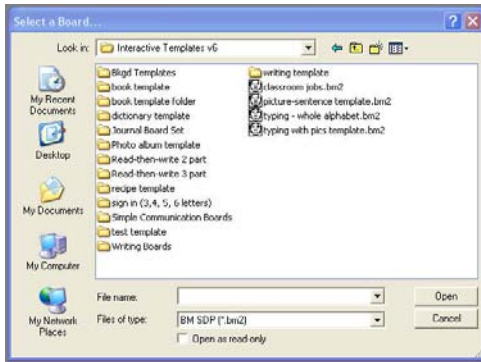
Use Templates

Make sure to take advantage of the templates that are available within the program!

You can modify books, quizzes, etc. and make them work perfectly for your students' needs!

REALLY COOL STUFF

Look at all there is for you to use....





If there is no template that will fit your students' needs- here are some tips for planning when you create a new activity...

Tips for Planning Your Activity

- What is the goal of the activity?
- How many boards will be needed?
- How many buttons will be necessary on each board?
- Do you want buttons with text only or also symbols and/or photos?
- Do you want some kind of feedback for a correct answer or to try again?

Adapted from Boardmaker Software Family User's Guide

More Tips

- Start with a main board which will have buttons that link to other boards or groups of boards.
- Every other board should have a button linking it back to the main board so you can easily move between boards and switch topics.
- Think of it as branches of tree- it may help to draw a diagram on paper.
- You may need to diagram each branch of the tree separately for planning.
- It may help to make the boards at the end of a topic branch first.

Adapted from Boardmaker Software Family User's Guide

Boardmaker Activity Pad



www.mayerjohnson.com

What is it?

- A portable device-- moves interactive Boardmaker activities beyond the computer and brings them right to the student's desk or lap
- Printed activities are inserted into SmartPockets that slide easily into the device, buttons are assigned and recorded, and everything is saved to a chip on the SmartPocket itself

www.mayerjohnson.com

Features

- Make your activities portable
- Activities can be moved from one BAP to another
- Very flexible-- you can turn photos or any printed material into an activity using the freeform layout



www.mayerjohnson.com

Sample Activities

- Freeform-- create your own using a digital photo
- Create your own using a Boardmaker document
- Use a template provided through Boardmaker

Activity Pad Templates



Have fun creating and
using interactive
activities with your
students!

Images from:
www.intellitools.com
www.microsoft.com
www.msjerjohnson.com
www.teacherfiles.com
<http://www.school-clip-art.com>
